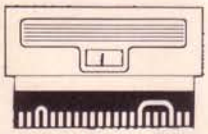
GAME RULES

TABLE TENNIS ...the basic Odyssey game that develops your electronic coordination

GAME AID



GAME CARD #1

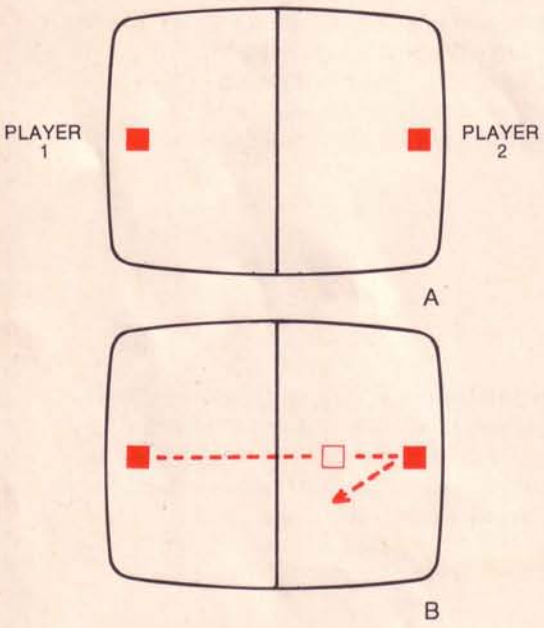
SET UP

1. Insert GAME CARD #1 into the Master Control Unit.

2. Turn the CENTER Control on your Master Control Unit to position the vertical line in the middle of the screen.

3. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.

PREPARATION FOR PLAY



1. **(Illus. A).** Both players use their HORIZONTAL and VERTICAL controls to position themselves on the far side of the screen on each side of the white line. The player displayed on the right side of the screen *must* be controlled by the right hand Player Control Unit. Conversely, the left player is controlled by the left hand Player Control Unit. Each player must stay on his own side of the net. Your TV screen now represents a TABLE TENNIS Court as viewed from the top, with the net in the center and the players on either side.

2. Both players now set their ENGLISH Control to the upright center position.

3. **(Illus. B).** Press the Reset Button to set the ball in motion. When the ball bounces off your player, use your ENGLISH Control to direct the ball's flight. When the ball bounces off your opponent, he uses his ENGLISH Control to direct its flight (as described on pages 7 and 8).

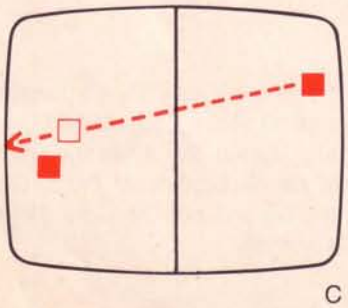
NOTE: Initially you may find it easier to use just the VERTICAL and ENGLISH Controls to return the ball. As you become more proficient, you'll find it even more challenging to add HORIZONTAL action.

4. Players should volley the ball back and forth until they become accustomed to the play and the use of their Player Controls. The SPEED Control also should be increased gradually as you become more proficient.

PLAY

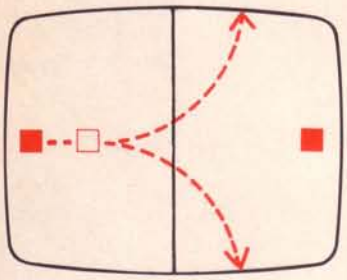
To begin play, the players should volley the ball to determine who will serve first. For the volley to be legal, the ball must cross the net three times. The SERVER will be the last player who successfully hit the ball across the net.

The SERVER serves for five consecutive points, at which time his opponent becomes the SERVER for the next five points. Players continue to alternate serving until GAME.



SCORING

(Illus. C). A player scores a point when his opponent misses the ball. The object is to bounce the ball off your player and maneuver it past your opponent (off the right or left side of the screen, as illustrated.)



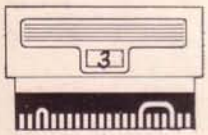
D

(Illus. D). When the ball goes off the top or the bottom of the screen, it is "off the table" and the point is lost.

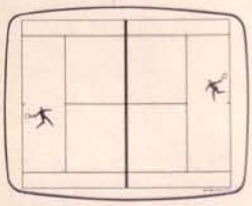
"GAME" is won by the first player to accumulate 21 points. The margin of victory must be at least 2 points; such as 21 to 19, or play is continued until the 2 point margin is attained.

TENNIS ...all the excitement of Wimbledon! You're playing regulation tennis rules as you serve, volley and score!

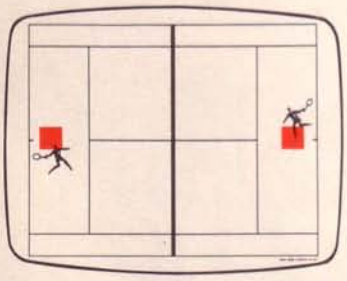
GAME AIDS



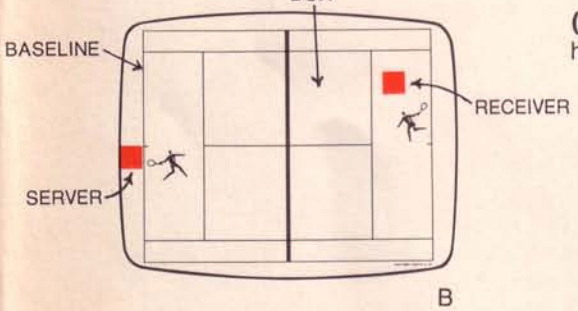
GAME CARD #3



GAME OVERLAY



A



B

SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Place the TENNIS Overlay on the screen.
3. The player displayed on the right side of the screen *must* be controlled by the right hand Player Control Unit. Conversely, the left player is controlled by the left hand Player Control Unit. Each player *must* stay on his side of the net.
4. Both players set their ENGLISH Control to the upright center position.
5. **(Illus. A).** Bring the players into position and press the Reset Button to start the volley for serve. Begin volleying at a slow speed and gradually increase the speed of the ball as you become accustomed to the play.

PLAY

To begin play, the players should volley the ball to determine who will serve first. For the volley to be legal, the ball must cross the net three times. The SERVER will be the last player to successfully hit the ball across the net.

(Illus. B). The SERVER'S position is beyond the end line of the RIGHT side of his base line. The RECEIVER must position himself outside of his service box.